Bonus Round:

Find the Bonus Round by doing something special in the game.   Exactly what that something special is, is for you to find out.

When you get to the Bonus Round, you will be able to place a bet.   The lowest you may bet is 10,000 points.   You may choose to exit the Bonus Round and chance nothing at all, but then that is no fun, is it?

Once you place your bet, click the start button.   To stop a spinning marble, click the HOLD button below it.   If you match three marbles of the same color, you win!   Good Luck!

Credits:

Neon Games could not have made MARBLES II possible with out the help of these fine contributors.

Programming and Design:
  James L. Lindly
  David W. Carlson, DynoTech Software

Level Design:
  April Lee Ambrosia

Game Piece Artwork:
  James L. Lindly

Beta Testing:
  April Lee Ambrosia
  Dave Carlson
  Melissa Lindly
  Tom Elliott

Digital Images:
  Corel Corporation

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MARBLES II

Stack marbles in matching cups. Enjoy classical background music as you play. Hidden levels and assorted gadgets await you. Marbles II is a pleasant alternative to fast-paced shoot-'em-up games.

Maneuvering:

Use the arrow keys and space bar to control the falling items.

Rotate Items Clockwise [*Up Arrow*]

Move Left [*Left Arrow*]

Move Right [*Right Arrow*]

Move Down   [*Down Arrow*]

Drop Piece   [*Space Bar*]

Neon Games

We are a shareware game development company devoted to puzzle games.   Our goal is not to make fancy "kill, shoot and destroy" games.   We want to make relaxing games that the beginner to average game player can quickly learn and play.   What do you think?   Drop us a line at www.neongames.com and let us know how you feel about us. Or just stop by for a visit to see what other games we have to offer.

James L. Lindly
Neon Games

Neon Games was acquired by DynoTech Software in September 1998.

Playing MARBLES II:

The object of MARBLES II is to clear all the CUPS from the screen by maneuvering falling marbles, of the same color, on top of them.   A marble matches a CUP when both are the same color.
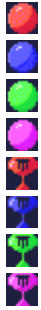
To clear a CUP from the screen, stack three marbles, of the same color, on top of it.

To advance to the next level, you only need to clear the CUPS from the screen, not the MARBLES II.   However, you will find that the marbles may start to pile up. In this case, you must start clearing the them away before they reach the top of the screen.   When marbles piles too high and reach the top of the screen, the game is over!

This is a MARBLE->   **Stack three of the same colored marbles on a cup of the same color.**

This is a CUP --->>>   **You need three RED marbles to clear a RED cup.**

Playing Pieces:

Marbles: Stack three of these on the the Cups of the same color.

Cups   What you are stacking the Marbles on!

Bombs: Place them on top of unwanted obstacles and to remove them.

Random Marbles: Reproduces more of whatever it lands on.

Rocks: Ever had a rock garden?   You will if you don't watch out!   Only bombs clear rocks!

Vision Open Marbles: When one of these babies land, it opens an eye on your view box.

Vision Close Marbles: These close an eye on your view box.

Magic Crystals: Find the secret levels using these magical crystals in special combinations!   Visit **www.neongames.com** for hints.

Diamond Tipped Drills: This super drill can go through anything, ***ANYTHING!***

Steel Marbles: Super heavy pieces of metal that cause such a thud on impact, they crash everything down on the screen!   These hard pieces of steel or so heavy that they cause an artificial gravity effect.   (Turns Gravity ON!)

Earth Marbles: Counters the effects of Steel Marbles.   (Turns Gravity OFF!)

Fire Marbles: Need some room on the screen?   Fire Marbles burn the place UP!